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(True) Higher Vampire

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This article is an expansion based on a canon element. For canon information topic, follow the link to The Witcher Wiki: [Higher Vampire](#).



This fan-fiction article, **(True) Higher Vampire**, was written by [Witcher190](#). Please do not edit this fiction without the writer's permission.

For the [EAPEU](#) version of the same creature, check the [True Higher Vampire](#) article.

Higher Vampires also known as **upirs** are a classification of monsters and an incredibly rare form of **vampire**, often mistaken for their lesser brethren. The term "True Higher Vampires" is often used due to their unique characteristics, which make them superior to other higher vampires, including those that possess consciousness, such as alps, katakans, nekurats, and bruxae, and their more animalistic and thus lesser counterparts such as **plumards** or garkains.

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(True) Higher Vampire



Taxonomy

Classification Higher Vampire

Species True Higher Vampire

Subspecies Dhampir (hybrid offspring)

Physiology

Height In their humanoid form, Higher Vampires are roughly the same height as humans and elves. Males generally tend to be taller than females

Length Varied depending on the form

Wingspan Wingspan varies, usually 15 to 30 feet, depending on the individual

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Weight	Higher Vampires generally weigh about the same as humans in their humanoid form. However, their weight significantly increases in their bat-like and true forms due to the additional mass of their wings and body structure
Hide	In their humanoid form, is smooth, resembling human skin
Ecology	
Lifespan	Likely extends into millennia
Intelligence	An intelligence that often rivals or surpasses that of the most learned humans
Nature	They exhibit a range of temperaments, from aloof and calculating to fiercely aggressive when threatened. Their long lifespan and experiences contribute to their complex personalities and behaviors
Range	Higher Vampires can be found across various regions of the world
Habitat	Often in areas with a dense population of humans or other sentient beings
Diet	Higher Vampires are omnivores and do not rely solely on blood for sustenance. They consume regular food and drink, including meat, vegetables, and other human foods. Blood consumption is more for pleasure or to induce a state similar to intoxication, rather than a necessity for survival
Prey	Various types of humanoids
Predators	Witchers [prior to 1410] (rarely) School of the Bat Witchers (after 1410)



History ⚖

Vampires arrived in what is today modern-day



A Gharasham woman enjoying a cup of blood

Toussaint during the [First Conjunction of the Spheres](#) in the [230s BR](#). Soon after their arrival, they expanded throughout the world, following the ancient tribes to which they belonged. The Ammurun crossed the Great Sea, establishing their presence in the [Western Continent](#), while the Tdet marched eastward, spreading across vast territories such as [Zerikania](#) and [Bia Thin](#). The Gharasham chose to remain in what is today the Northern Kingdoms and Nilfgaard, where they integrated into local societies, with only a few moving to the [Far South](#), giving rise to the Nasadima. Only the

Gharasham and Tdet tribes experienced significant internal divisions, resulting in offshoots like the Nure in the [Tuyotuki Islands](#) and the aforementioned Nasadima. This fragmentation is believed to be linked to internal conflicts.

During the Nordling Colonization Period of the [Western Continent](#) in 1410, the Ammurun clashed with human colonizers, resulting in a series of attacks on settlements known later as the Bloody Nights. This conflict led to the creation of the second witcher school on the Western Continent, an offshoot of the [School of the Crane](#): the [School of the Bat](#). This school specialized in hunting lesser vampires and attempting to exterminate True Higher Vampires to prevent a repeat of the Bloody Nights.

Physiology and Abilities

Unlike their lesser counterparts, True Higher Vampires are notoriously difficult to classify. Specialists at Oxenfurt and Cherdian Academies, covering both the [Old](#) and [Western Continents](#), refer to these beings as *Vampires Superiores/Terror Nocturnus*, respectively. Although many tomes and books have been written about their existence, the true nature of higher vampires varies greatly between individuals. However, most higher vampires share certain traits: incredible intelligence, immunity to silver, fire, and most mainstream methods of extermination, and advanced regeneration.

Higher vampires possess an intelligence that often rivals or surpasses that of the most learned humans. This cognitive prowess allows them to live undetected among humans for centuries, often integrating into society as nobles, scholars, or influential figures. Their advanced regenerative abilities enable them to recover from injuries that would be fatal to other creatures, rendering them virtually immortal. Even when dismembered or severely wounded, a higher vampire can eventually regenerate given enough time.

Despite their regeneration, severe bodily destruction can incapacitate higher vampires for extended periods, ranging from years to decades to even centuries in the most extreme cases. Even after full regeneration, they may remain significantly weakened. Another higher vampire can expedite the recovery process by providing the injured vampire with large quantities of their own blood, a practice that culturally signifies a deep bond or brotherhood.

Contrary to popular myths, daylight, stakes, holy water, religious symbols, and garlic do not affect true higher vampires. Although daylight originally had an impact on them, they have evolved to become immune to it. Stakes are merely a minor inconvenience, and other myths, such as those about crossing water, are also false. In fact, vampires are adept swimmers and divers. However, some of these myths, like that of garlic, do affect their hybrid descendants with [humans](#) and elves, known as dhampirs.

Higher vampires do not adhere to typical sleep patterns and can function without sleep for months or even years, operating effectively despite prolonged wakefulness. Their unique physiology allows them to remain active and alert over

extended periods. However, despite their remarkable endurance, they do eventually need to rest. After prolonged periods of wakefulness, higher vampires will require a period of sleep to restore their energy and maintain their mental and physical well-being.

One relatively unknown weakness of higher vampires involves certain geometrical shapes, which can be present in religious symbols. When these shapes are in motion at high velocity, they can confuse the vampire's brain and induce significant headaches. This sensitivity is due to the vampires' evolved predatory nature and their highly specialized eyesight, which is more potent and different from that of humans or even the enhanced eyes of [witchers](#). These rapidly moving geometrical shapes disrupt their vision, leading to disorientation and pain, as their highly evolved and sensitive vision reacts strongly to such stimuli. This peculiar vulnerability has contributed to the myth that holy symbols can affect them, although the actual cause is their unique visual processing.

Higher Vampires are immune to natural freezing to a certain degree, meaning that while they can withstand cold temperatures better than most creatures, extreme cold can still affect them. Their resistance to freezing extends to moderate cold environments, allowing them to function effectively in cooler climates. However, this immunity has its limits, and intense or prolonged exposure to moderate cold can still have detrimental effects on their physiology, albeit to a lesser extent than on less resilient beings. Only extreme conditions, such as the powerful frost breath of a white dragon, can kill them.

They are also immune to magical scanning, meaning that they even can evade detection from a witcher's medallion, only revealing themselves at their own convenience.

Due to their highly mutable form, higher vampires can shapeshift to meet their needs, allowing them to almost perfectly mimic human appearance. However, their sharp fangs, not being seen in mirrors and other reflective surfaces, and the absence of a shadow are telltale signs of their true nature. In some cases, they can also be extremely pale, which can further hint at their vampire identity.

The vampire Emiel Regis in his bat-like form

In their half-breed form, higher vampires usually resemble humans but with distinct monstrous features. These can include a pronounced forehead ridge, elongated ears, sharp predatory fangs, and claws capable of clashing with steel. Their smoke form, an incorporeal state, enables them to traverse difficult or inaccessible areas.

Their bat-like form resembles a giant bat, but this should not be confused with their true form. The true form, while also bat-like, varies slightly among individuals and tends to be more humanoid and grotesque. True Higher Vampires can fly in both their giant bat and true forms, but only during full moons.



A Higher Vampire in two of his three forms

Despite their immortality, higher vampires are not immune to the passage of time. They age at a significantly slower rate compared to humans and even witches. This slow aging process affects their appearance like other creatures but instead of making them weaker, it enhances their physical prowess and other abilities

with the pass of the centuries. The lifespan of a higher vampire likely extends into millennia, as exemplified by the Unseen Elders of the various tribes.

Higher vampires are omnivores and do not rely on blood for sustenance. They can eat and drink like humans. Historically, their fangs were used to grip their prey and tear flesh, a trait still seen in lesser vampires such as plumards. Although they do not need blood to survive, drinking it provides an experience similar to alcohol, which can lead to a condition known as Blood Rage, akin to alcoholism in humans.

As they age, as already mentioned, higher vampires become progressively more powerful. The first 100 years of a higher vampire's life are typically the weakest, with their strength and abilities growing significantly over time.

Higher vampires possess unique abilities, including turning invisible, telepathy and telekinesis. These abilities vary depending on their age, type, and bloodline. For example, bruxae can use telepathy, while the Unseen Elders are known for their telekinesis. Some higher vampires can also communicate with animals, command lesser vampires, or wield hemokinesis, a form of magic essential for their mysterious vampire magic.

Additionally, higher vampires are highly resistant to most types of magic, including elven and human magic. Only powerful spells can affect them meaningfully. Most offensive witcher [signs](#), being simpler spells, are ineffective against them.

Culture ⚡



True Higher Vampires possess a rich and ancient common culture that varies from tribe to tribe due to their interactions with and influence from other cultures, particularly human ones. While the specifics of their culture remain largely hidden from mortals, several key aspects are known.

A significant aspect of their culture is the celebration of the full moon, which serves as an important holiday for all intelligent vampires. During this time, they are known to raid villages and indulge in blood-drinking revelries. Additionally, other lunar phases hold significance for vampires. Red moons, blue moons, and new moons are also important, each marking specific rituals or events in their cultural calendar.

Despite their formidable abilities, vampires are also skilled artisans. They create a variety of items, including buildings, toys, armor, and weapons. The most famous of their creations are the Tesham Mutna ruins, along with the Tesham Mutna armor and steel sword. The sword is particularly notable for its enchantment, which allows it to absorb the vitality of its enemies with each hit, making it a potent tool in combat.

Vampires have their own language, known as the [vampire language](#). Initially divided into dialects corresponding to the main vampire tribes, this language has evolved over time. The divergence in dialects has led to the development of nearly distinct languages, such as the [Nure dialect](#), reflecting the geographical and cultural separation of the tribes.

The myth that vampires sleep in sarcophagi is largely unfounded. However, there is a kernel of truth to the belief. Vampires' enhanced vision make them prefer darker, more enclosed spaces for rest. While not confined to sarcophagi, they do seek out secluded and shadowed environments to accommodate their unique sensory needs and ensure their comfort while sleeping.

Biology ⚡



Contrary to popular myths, True Higher Vampires cannot convert others into vampires. The transformation associated with vampirism is a misinterpretation of a serious illness rather than an actual metamorphosis. This illness, inflicted by dhampirs is akin to a form of alcoholism but involves blood. It manifests as an intense craving for blood, leading to a dependency that mirrors addiction. This affliction is sometimes used by dhampirs as a defense mechanism, effectively deterring anyone from attacking or confronting them. However, the necessity of managing this condition has given rise to the myth that vampirism involves an actual transformation into a vampire.

In reality, True Higher Vampires reproduce sexually, typically with other vampires. The process is similar to that of humans, but is usually more complex and often involves elaborate rituals and customs unique to each vampire tribe. While vampires predominantly reproduce within their own kind, there are rare instances of crossbreeding with humans or elves. This interbreeding results in the already mentioned, half-vampire hybrids known as dhampirs. These hybrids inherit some traits of their vampire progenitors, such as enhanced physical abilities and an extended lifespan, but they do not possess the full range of vampiric powers or the same level of immortality.

Slaying ⚔

Though considered apex predators, True Higher Vampires have some weaknesses that were not fully understood until the School of the Bat conducted comprehensive studies.

- **Killing by Another Higher Vampire or Dhampir:** The most effective method of killing a True Higher Vampire is by another higher vampire or a dhampir with higher vampire ancestry.
- **Adamantium:** Adamantium, a rare and potent metal discovered during the Nordling and dwarven colonization of modern-day Fabiola, is one of the few materials capable of affecting True Higher Vampires. Unlike silver, which is ineffective against them (though like with other things such stakes they can be wounded by it), adamantium can pierce their advanced regenerative capabilities and cause significant harm. When combined with vampire oil, adamantium becomes even more lethal. The School of the Bat equips its witchers with adamantium swords designed specifically to penetrate the defenses of higher vampires, making them crucial for engaging and ultimately killing them.
- **Vampire Oil:** While vampire oil alone is not lethal, it can weaken True Higher Vampires by impairing their physiology and reducing their regenerative abilities. Its primary use is to provide a temporary advantage in combat, making subsequent attacks more effective.
- **Splendium Bombs:** Splendium bombs contain an alloy of dimeritium, gold, and adamantium, known as splendium. These bombs disrupt key vampire abilities, such as shapeshifting and other powers. Deploying these bombs early in a confrontation is crucial to prevent the vampire from transforming into its more powerful true form. While they do not guarantee a kill, they effectively neutralize some of the vampire's advantages.
- **Hatri Sign:** The Hatri Sign is a telepathic Sign that reflects the vampire's own hate, bloodlust, and hunger back at them. This psychological assault can induce fear and confusion, making it difficult for the vampire to effectively counterattack or focus. Hatri is particularly useful for destabilizing the vampire's mental composure and creating openings for physical attacks.
- **Luxii Sign:** Luxii generates a powerful burst of light, akin to a miniature sun, which can cause temporary blindness or severe disorientation. Given the heightened vision of higher vampires, Luxii can be particularly effective, creating significant disorientation and providing critical opportunities to

attack or escape.

- **Podral Sign:** Podral induces an intense burning sensation on the vampire's skin, causing them to release their grip or become incapacitated momentarily. This Sign disrupts the vampire's focus and provides an opening for the witcher to strike or reposition strategically. The pain inflicted by Podral can create crucial moments of vulnerability.
- **Decapitation:** Decapitation can incapacitate a higher vampire, but due to their regenerative abilities, they can eventually reconstitute their body even after being decapitated. This method can temporarily disable them and slow their regeneration process, but it is not a definitive means of killing. Decapitation is most effective when combined with other methods that prevent the vampire from regenerating.
- **Vintyr Sign:** Vintyr, an ice-based Sign, rapidly cools or freezes the target. Despite their resistance to natural freezing, higher vampires are not immune to Vintyr's effects due to its intense freezing capability, similar to the breath of a white dragon. This Sign can cause severe cold-related injuries or even freeze parts of the vampire's body. The Icy Squall technique associated with Vintyr generates subzero air currents that can flash-freeze a vampire, significantly impairing their ability to fight. Combining Vintyr with adamantium weapons, vampire oil, and splendium bombs creates a powerful strategy for eliminating higher vampires.

The only recorded instance of a higher vampire being killed prior to the establishment of the School of the Bat was achieved by Erland of Larvik, the founder of the [School of the Griffin](#). Erland used a combination of Vintyr and vampire oil in his battle against a particularly powerful higher vampire. The intense cold from Vintyr, combined with the weakening effects of the vampire oil, allowed Erland to slay the vampire, though the battle nearly cost him his life.

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